IN THE CLAIMS:

1.   (Currently Amended) A method of playing a wagering game, comprising:

providing a deck of cards, each card associated with a numeric value;

receiving a wager from one or more players;

dealing four cards to each player position and a dealer or house position to create player hands and a dealer hand;

each player and the dealer or house arranging the cards into a high hand and a low hand;

comparing each player hand, upon which a wager has been place, to the dealer hand;

collecting the wagers associated with losing player hand(s), if any such hands exist; and

providing a payout to winning player hand(s), if any such hands exist,

wherein a winning hand is a hand where the high hand and low hand of a player hand are higher in ranking than the high hand and the low hand of the dealer hand and a losing hand is a hand where the high hand and low hand of a player hand are lower in ranking than the high hand and the low hand of the dealer, wherein a ranking of hands from highest to lowest is: pairs, highest to lowest, then, in non-paired hands, the sum total of the two cards having the highest least significant digit of the sum total of the numeric value of the cards.

2.   (Canceled)

3.   (Original) The method of Claim 1, further comprising allowing a player an option to wager upon and arrange unwagered hand dealt to a player position.

4.   (Original) The method of Claim 1, wherein the deck of cards includes a joker and the joker is defined as wild card.

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5.   (Currently Amended) A method of playing a wagering game, comprising:

providing a deck of cards, <u>wherein the deck of cards does not include face cards, and</u> each card <u>is</u> associated with a numeric value <u>from 1 to 10</u>;

receiving a wager from one or more players;

dealing four or more cards to each player position and a dealer position;

each player and the dealer arranging the cards into a high hand and a low hand;

comparing each player high hand and low hand to the dealer high hand and low hand respectively;

determining winning players and losing players, to the extent any such players exist;

collecting the wagers associated with losing players, if any such players exist; and

providing a payout to winning players, if any such players exist,

wherein a winning player is a player having the high hand and low hand higher in ranking than the high hand and the low hand of the dealer hand and a losing player is a player having the high hand and low hand lower in ranking than the high hand and the low hand of the dealer.

6.   (Original) The method of Claim 5, further comprising providing an option for player to wager on unwagered cards or unwagered hands.

7.   (New) The method of Claim 5, wherein if the player arranges their cards into other an the high hand and low hand the dealer reconfigures the cards in a house way.

8.   (New) A method of playing a wagering game, comprising:

providing a deck of cards, wherein each card has a single numeric value associated therewith and the numeric values range in value from zero to some number N, where N equals any whole number;

receiving a wager from one or more players;

dealing four cards to each player position and a dealer or house position to create player hands and a dealer hand;

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each player and the dealer or house arranging the cards into a high hand and a low hand;

comparing each player hand, upon which a wager has been place, to the dealer hand;

collecting the wagers associated with losing player hand(s), if any such hands exist; and

providing a payout to winning player hand(s), if any such hands exist,

wherein a winning hand is a hand where the high hand and low hand of a player hand are higher in ranking than the high hand and the low hand of the dealer hand and a losing hand is a hand where the high hand and low hand of a player hand are lower in ranking than the high hand and the low hand of the dealer.

9.   (New) The method of Claim 8, wherein the deck of cards includes a joker and the joker is defined as wild card.

10.   (New) The method of Claim 8, wherein a ranking of hands from highest to lowest is: pairs, highest to lowest, then, in non-paired hands, the sum total of the two cards having the highest least significant digit of the sum total of the numeric value of the cards.

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